

Item Loadout (aka, LOAD)

By Danny B

This encumbrance system is based on *gear slots*, giving a simple and somewhat abstract overview of each character’s load. Each item carried generally occupies one gear slot. The more burdened the character is, the slower they are. The rule is intended to greatly reduce the tedium of calculating equipment by simplifying encumbrance. The rule is intended to be simple enough that a person can quickly review a PC’s character sheet and work out how much they can carry and how much they are carrying. The rule is also intended to make encumbrance fun by retaining the resource management aspect of encumbrance without weighing it down in needless details. Hopefully, PCs will care more about what they are carrying and give more thought to what their character is lugging across the country side. How is the Witcher carrying 30 monster parts with no satchel and just the clothes on their back?

A Loadout is the amount of gear a Character can reasonably carry on their person, in their pockets, in a satchel or sack without restricting their ability to do all the awesome things they want to do.

Characters are able to equip and stow a number of items equal to BODY x 2 with a max weight of BODY x 4 they can carry before becoming over encumbered. For every 2 points over your Max Encumbrance, you subtract 1 from your REF, DEX, and SPD.

| Item Load Slots | |
|-------------------|--|
| Item | Description |
| General Gear Item | Unless noted otherwise, each object a character carries occupies 1 gear slot. If it has a weight less than 1 (pounds), then it is considered a Tiny Item. If it has a weight of 1 or more then it occupies 1 slot. |
| Tiny Item | Items that could fit in a pocket (potion, necklaces, etc) |
| Bundled Item | Items usually purchased and carried in bundles (e.g. Standard arrows, 5 candles, etc). |
| Containers | Only counts when item is not in use |
| Weapons (Small) | Weapons with the Conceal: S, can fit inside of jacket |
| Weapons (Large) | Weapons or items with the Conceal: L feature. Can fit under a cloak. |
| Weapons (N/A) | Items with the Conceal: N/A feature. |
| Clothing | Clothing when worn counts as 0. When stowed, it counts as 1. |
| Light Armor | |
| Medium Armor | |

| | |
|-------------------|--|
| Heavy Armor | |
| Coins (up to 100) | |

Container

Containers found on **PG:93-94** can increase the amount of items you can carry. Transportation like carts or saddlebags can also have their own load. **Weight** refers to how much Load it costs when putting it into a container.

| Container | Weight* | Load | Container Load Capacity | Weight | Load it Carries |
|---------------------------------|---------|------|---|--------|-----------------|
| Bandolier (max 1) | 1 | +2 | Basket | 1 | 4 |
| Belt Pouch (max 2) | 1 | +1 | Wooden Chest | 2 | 8 |
| Sack (Cannot wear with Satchel) | 1 | +2 | Wooden Chest, Large | 3 | 10 |
| Satchel (Can only wear 1 Max) | 1 | +3 | Saddlebags | 2 | +6 |
| Pocketed Cloak | 1 | +1 | Military Saddlebags | 2 | +8 |
| Sheath, Bow | 1 | +1 | Ship | - | 70 |
| | | | Cart (pulled by 1 horse or donkey, can carry 2 people) | - | 30 |
| | | | Wagon (pulled by 2 horses or donkeys, carries 4 people) | - | 50 |

Of course common sense applies here. A trolling player may suggest that they can put 8 items in a wooden chest, then stuff that wooden chest in another chest and stuff 3 more wooden chests in that wooden chest creating an infinite amount of wooden chests. As a GM, use your best judgment and just say no. This isn't Tarkov, you can't stuff backpacks bursting with loot into more backpacks.

Example, A Witcher's Loadout:

Luskar of Hagge is setting out for his next contract a few day's ride from the village he is in. Luskar has a **BODY of 8**, so his **LOAD is 16**. Luskar has a **Bandolier and Satchel**, increasing his load to 21.

| Item | Load |
|----------------------------|---------|
| Verden Archer's Hood | 1 |
| Double Woven Gambeson | 1 |
| Padded Trousers | 1 |
| Steel Sword | 2 |
| Silver Sword | 2 |
| Alchemy Set | 1 |
| Cat Potion (1) | 0 |
| Hanged Man's Venom (1) | 0 |
| Necrophage Oil (1) | 0 |
| Swallow Potion Formula (1) | 0 |
| Witcher Medallion | 0 |
| 60 Crowns | 1 |
| Trail Rations (x5) | 5 |
| Lantern | 1 |
| Oil (x5) | 1 |
| Total Load used: | 16 / 21 |

Luskar still has plenty of room for more loot he picks up along the way or at the end of his monster hunt.

